

VISIT...

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Tutor Teaching Tips

Sammy Stuffit (N)

MATERIALS

Leveled reader

Graphic organizer

Game cards;
Game board;

Graphic organizer;
Leveled reader

Before Reading 3–5 minutes

BUILD BACKGROUND: Ask: *What kinds of things do you collect? Why? Where do you keep your collections?*

PREVIEW THE BOOK: Show the child the front and back covers of the book, and read the title. Ask: *What do you think this book is about? Why?*

Look at each picture in the book and ask the child what he/she thinks might be happening in the story.

During Reading 10–15 minutes

Ask the child to read pages 4–13 aloud. If the child has difficulty, read the pages together. Then ask the child to read them independently. Have the child work out unfamiliar words by looking at the letters and word parts. Tell the child to think what word makes sense in the sentence. If the child cannot work out the word, tell him/her. Have the child reread the sentence with the word and then continue reading.

After Reading 10–15 minutes

RETELL: Ask the child to retell the part of the story he/she read on pages 4–13. If necessary, prompt by asking: *Then what happened? What was Sammy like when he was a little boy? What was he like when he got older?*

GRAPHIC ORGANIZER: After reading pages 4–14, have the child write what Sammy was like when he was young, and what he was like when he got older. If the child has difficulty, help him/her find the information in the book and read it aloud. Ask the child to write what he/she thinks Sammy's problem might be. Then ask the child how he/she thinks the story will end. Ask whether he/she thinks Sammy will solve his problem and how Sammy will do it.

CRITICAL THINKING: Ask the child what he/she thinks the author wants him/her to think about after reading the book.

VOCABULARY GAME: Ask the child how he/she thinks Sammy got the name *Stuffit*. Point out that it is a compound word made up of two words: *stuff* and *it*. Place the game cards face down in a stack. Take turns selecting word cards and reading the compound words. Each player who has the compound word on his/her game board draws an X through the word on the game board. The first player to fill his/her game board with Xs wins the game. Repeat the game as time permits.

Home Connection

Have the child finish reading the book at home. Have the child complete the graphic organizer after reading the rest of the book.

What was Sammy like as a young boy?	
What was Sammy like when he got older?	
What was Sammy's problem?	How did Sammy solve his problem?
What was Sammy like after he solved his problem?	

INSTRUCTIONS: Have the child write what Sammy was like when he was young and when he got older. Ask the child to write in Sammy's problem. Tell the child that he/she can complete the graphic organizer after reading the book.



Game Cards

Sammy Stuffit (N)

anyone

somewhere

everywhere

baseball

hardware

software

anything

another

warehouse

boxcar

someone

myself

something

maybe

himself

Stuffit

anyone

somewhere

everywhere

baseball

hardware

software

anything

another

warehouse

boxcar

someone

myself

himself

myself

someone

anyone

boxcar

something

somewhere

maybe

baseball

hardware

another

software